

Restock



All allies within Range 2
Refresh one spent or consumed item.

2

2

2

73



Attack 3

205

Quartermaster



DM



Oversized Pack



Loot  2

 2

 2

 81

Refresh  all your consumed  items.





206

Quartermaster



DM



Sharpening Kit



Heal ♦ 4 •

Range ⚡ 2

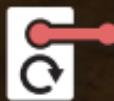


⚡ 2

⚡ 2

⚡ 2

You and all allies within Range ⚡ 2 add
+1 Attack ⚡ to all your attacks this round.



Quartermaster



DM



Proficiency



Once during each of your Attack actions,
if you use an item, add +1 Attack to
the entire attack action.

2

2

2

2

62

X

Move 3

Quartermaster



DM



Iron Bulwark



Attack ⚡ 3

MUDDLE ?



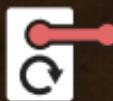
⚡ 2

⚡ 2



Shield ⚡ 1 •

Affect self and all adjacent allies



Quartermaster



DM



Hastened Step



Attack ⚡ 2

Move ✕ 1 •

Attack ⚡ 2

⚡ 2

✕ 2

26

Move ✕ 5 •

210

Quartermaster



DM



Cleaving Axe



Attack ⚔ 2



⚔ 2

⚡ 2

52

Move ⚡ 4

211

Quartermaster



DM



Impaling Spear



Attack



Move

212

Quartermaster



DM



Crippling Bow



Attack  3

Range  3

 2 2

Attack  1

Range  4

IMMOBILIZE 

Quartermaster



DM



Crushing Hammer



Attack ⚔ 3 • •

STUN

2

⚔ 2

⚡ 2

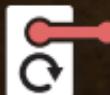
17



Move ⚡ 2

Shield ⚡ 1 •

Self



214

Quartermaster



DM



Scroll of Recall



Refresh one of your consumed items.

2

2

98

PULL 1 •

Range 3

Target 3 •

215

Quartermaster



DM



Reserved Energy



One adjacent ally may Refresh all their spent items.

1

2

2

88

Move 4

Quartermaster



DM



Reforge



You or one adjacent ally may Refresh one spent or consumed or item.

1

2

2

95

Recover up to two of your discarded cards.

Quartermaster



DM



Bladed Boomerang



Attack 2

Range 3

WOUND



2

2

Move 2

Attack 1

Move 2

Quartermaster



DM



Continual Supply



At the end of each of your turns, you may discard a card to allow an adjacent ally to Refresh one consumed item.

2



2

2

86



Recover up to two of your lost cards.



Quartermaster



DM



Scroll of lightning



Attack ⚡ 5

Range ⚡ 3



⚡ 2

⚡ 2



Move ⚡ 3

PUSH ➔ 1

Target all adjacent enemies



220

Quartermaster



DM



Side Pouch



One adjacent ally may Refresh all spent and consumed items.

2

2

2

84



Move 3 •

Loot 1

Quartermaster



DM



Giant Club



Attack ⚡ 5



⚡ 2

⚡ 2



Attack ⚡ 3

MUDDLE ?

222

Quartermaster



DM

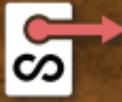


Reinforced Steel



At the end of each round, Refresh one of your spent items.

2



2

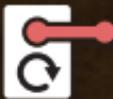
2

12



Shield 2

Affect self and all adjacent allies



223

Quartermaster



DM



Scroll of Judgment



You and all enemies within Range ⚡ 4 suffer 2 damage.

2

⚡ 2

⚡ 2

66



Move ⚡ 2

STUN

Target one adjacent enemy

Quartermaster



DM

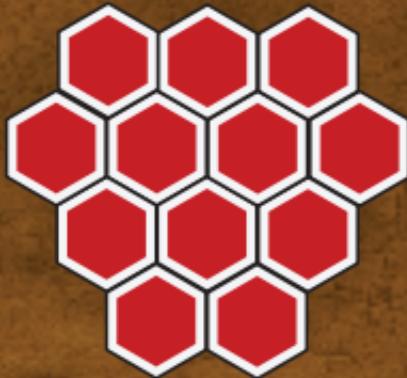


Catastrophic Bomb



Attack 1

Range 3



2

2

46

You and all normal
enemies in the targeted
area suffer 10 damage.



225

Quartermaster



DM

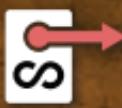


Quiver of Arrows



If any adjacent ally performs a ranged attack, that ally gains Add Target

2



2

2

31

Move 6

Quartermaster



DM



Scroll of Blizzards

7

Attack ⚡ 1

Range ⚡ 2



⚡ 2

⚡ 2

46

IMMOBILIZE



Target all adjacent enemies

Move ⚡ 2



227

Quartermaster



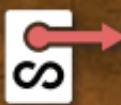
DM



Refreshment



Each time you long rest,
Refresh one of your consumed items.



Any one ally may Recover all their discarded cards.



Quartermaster



DM



Portable Ballista



Attack 4



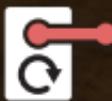
2

2

4



During all your attacks this round,
ignore the Shield values of all your targets.



229

Quartermaster



DM



Fortified Position



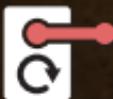
At the end of your next five turns, perform a "Heal \bullet 2, Affect all adjacent allies" action.



Move \forall 3

Shield \bullet 2

Self



230

Quartermaster



DM



Scroll of Annihilation



Kill one adjacent normal or elite enemy.

2

2

2

56



Move 3

DISARM



Target all adjacent enemies

Quartermaster



DM



Bag of Holding



Loot 3

2

2

1

You and all adjacent allies may Refresh all your consumed items.

2



232

Quartermaster



DM

